

| |
|----|
| 50 |
| 49 |
| 48 |
| 47 |
| 46 |
| 45 |
| 44 |
| 43 |
| 42 |
| 41 |
| 40 |
| 39 |
| 38 |
| 37 |
| 36 |
| 35 |
| 34 |
| 33 |
| 32 |
| 31 |
| 30 |
| 29 |
| 28 |
| 27 |
| 26 |
| 25 |
| 24 |
| 23 |
| 22 |
| 21 |
| 20 |
| 19 |
| 18 |
| 17 |
| 16 |
| 15 |
| 14 |
| 13 |
| 12 |
| 11 |
| 10 |
| 9 |
| 8 |
| 7 |
| 6 |
| 5 |
| 4 |
| 3 |
| 2 |
| 1 |

Fluid Initiative Events

| Actions | |
|---------------------------------|--------|
| Aim | +1 |
| Brace | +1 |
| Called Shot Trick | -5 |
| Kick | -2 |
| Regroup | +5+Int |
| Stand-off | -5 |
| Press | -20 |
| Action Status | |
| 1 handed weapon with two hands | -2 |
| Uses a tactical weapon | -5 |
| Use a non-proficient weapon | -4* |
| Take a final attack | -2 |
| Critical miss or failure | -2/AD |
| Triumph | +10 |
| Movement | |
| Speed is reduced by terrain | -2 |
| Conditions | |
| Bleeding | -1δ |
| Fatigued | -3Δ |
| Exhausted | -10Δ |
| Shaken II | -2Δ |
| Injuries | |
| Lose 1 or more wounds | -2 |
| Electrical damage | -½ dmg |
| Critical Injury | -10 |
| Checks and Throws | |
| Fail a saving throw | -2 |
| Fail to resist stress damage | -5 |
| Fail to reduce explosive damage | -5 |
| * 1/round maximum | |
| δ every round | |
| Δ first round only | |